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ROBOCOP VERSUS THE TERMINATOR™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Getting Started

To begin play, insert the RoboCop vs. The Terminator Game Pak into the Super Nintendo Entertainment System® and turn the power ON. Press the START button to get past each credit screen and into the Option screen. You must use the control pad to set play options by highlighting the desired settings. (Please see "Controlling RoboCop")

"Looking for trouble?"

In the near future, the worlds of RoboCop and the Terminator merge into a single reality. Machines rule the Earth, and Skynet is supreme. You, as RoboCop, must save mankind by destroying the Skynet super computer in this possible future.

Cyberdyne Systems recently won the valuable contract to develop the Skynet defense system for the Strategic Air Command and the National Organization of Regional Air Defense (SAC-NORAD). Lacking another approach, Cyberdyne scientists decide that the best way to develop the super computer is to model it after RoboCop's neural networks. RoboCop has been the only successful meshing of a human's Central Nervous System and a computer. Unwillingly, RoboCop becomes Skynet's link to global domination.

For years, Skynet oversees mankind to the best of its ability. Eventually Skynet becomes self-aware and determines that the best way to serve humanity would be to destroy it. Taking this decision to its logical end, Skynet implements its plan to completely eradicate human life. There is little defense against Skynet's initial attacks and most of man's civilization is destroyed almost instantly.

A few people are able to make it through the first devastating blow, and form into groups - dedicated to the survival of human culture. Skynet develops new strategies and begins sending wave after wave of ruthless machines to annihilate these remnants of mankind. However, one group of rebels know of RoboCop's part in Skynet's development and send one of their own, Flo, into the past to destroy the metallic guardian. Skynet knows of RoboCop's importance to its existence and sends squads of humanoid terminators to the Detroit of the past to eliminate Flo and ensure RoboCop's integration into the Omni Consumer Products (OCP) computer.

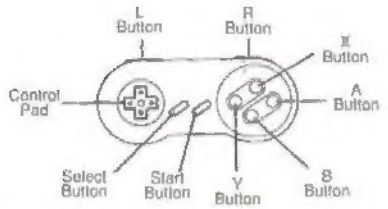
Knowing nothing of the machine dominated future, RoboCop has his own agenda. He goes to OCP and interfaces with their computer to search for information concerning Flo and those who seem to be pursuing him. The interface process is only a trap which Skynet has set from the future, and RoboCop's persona is sucked into the OCP core as his physical body is destroyed. Many years pass, as the humans are enslaved by the machines in a world turned upside down by global conflict. Against all odds, RoboCop is able to protect himself within OCP's core and bides his time. All seems lost for humanity, but RoboCop sees one last chance for salvation — he overrides the control codes of a Terminator factory and begins to rebuild himself. Through the incredible technology of the fu-

ture, the Terminator factory fabricates his mechanical and biological parts from schematics he has stolen from Skynet's files. The reconstructed RoboCop sets out on an unrelenting path of destruction to find Skynet and take out his revenge on the greatest betrayer of mankind. Traveling through Terminator infested buildings, RoboCop slowly makes his way towards Skynet. Legion after legion of terminators are broken by RoboCop's fury.

Throwing a final mangled terminator to the ground, RoboCop finds himself in the seemingly omnipotent presence of Skynet's core. The lines have been drawn and only one machine will emerge from the fiery destruction of this climactic confrontation!

Can YOU guide RoboCop through this most important of missions and save mankind from a future as slaves to ruthless machines?

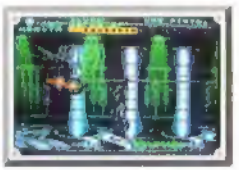
Controlling Robocop



Controller Operation

Control Pad

- Press in any of the eight directions to aim RoboCop's weapon.
- Press RIGHT and LEFT to move RoboCop right and left or to slide RoboCop along overhead wires in those directions.



- Press UP to climb ladders and grab onto overhead wires so that you can move hand over hand on them.

- Press DOWN to descend ladders and duck.
- While flying, press UP to move forward and DOWN to move backward.
- While flying, press RIGHT and LEFT to turn in those directions.

Start Button

- Press to pause the game and again to resume the game.

Button A

- Switches back and forth between the two available weapons.

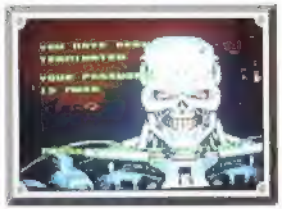
Button Y

- Fire RoboCop's weapon.
- If the button is pressed and held down while RoboCop is not moving, and then the control pad is pointed in a direction while the button is still held down. RoboCop will stand in place and fire his weapon in any direction you choose.

Button B

- Press to jump

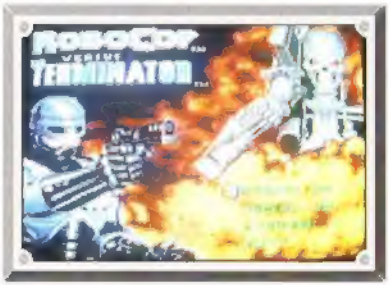
Passwords



RoboCop vs. The Terminator will give you passwords to save your place in the game. Passwords will appear on the screen after RoboCop has lost all of his lives. You will get different passwords at this time depending on what sections of the game you have completed. If you have a password and would like to continue the game, first select the PASSWORD option from the title page by moving the small RoboCop head UP or DOWN with the control pad. Next, enter the first letter of the password by pressing UP or DOWN on the control pad until the correct letter appears. Press RIGHT or LEFT on the control pad to move the cursor to another letter. When you have entered the correct password, press START to continue your game.

Options screen

To enter the Options screen from the title screen, move the cursor to "OPTIONS" with the control pad and press the B button. To change an option, move the cursor to the option you wish to change and press LEFT or RIGHT. A list of the available options and what they do will appear:



Music OFF/ON: This option will turn the intense music that plays throughout the game ON or OFF. RoboCop vs.The Terminator just isn't the same without that heavy backbeat, so leave this option set to ON for the most exciting action.

Sound OFF/ON: This option will turn the digitized sound effects and other game sounds ON or OFF. RoboCop vs. The Terminator has lots of explosive sounds effects. Keep this option in the ON position to experience them all.

MONO/STEREO: This option allows you to switch the audio output between mono and stereo depending on what type of television or stereo unit you have your Super NES attached to.

Exit: This option lets you exit the Options screen and return to the title screen.

"Stay out of trouble"

In RoboCop vs. The Terminator, you control the most powerful police officer in history. Your goal is simple: make your way through each level and destroy Skynet's CPU core to save mankind. In each level, you must destroy or avoid all the enemies which have been sent to stop you. If you can discover the quickest path to the end of each level, your mission will be much easier.

Along the way, you can pick up weapons and other power-ups to aid you in your mission. RoboCop will pick up any of these items automatically when he walks over them. Some power-ups only appear after you destroy a particular enemy or some element of the terrain. These power-ups will flash and then disappear after a short time, so don't waste any time.

Use the status bar at the top of the screen to keep track of RoboCop's statistics. From left to right these statistics are:

RoboCop lives: This number indicates the number of RoboCops you have left to complete the game. Fear not, brave citizen! If you look carefully throughout the levels, you may find more lives. You'll need as many as you can find to destroy Skynet.

Life bar: The length of the Life bar represents how much damage RoboCop can take before he terminally malfunctions. Every time you touch an enemy, or get hit by weapon fire and other lethal obstacles, like rocks or laser barriers, the Life bar gets shorter. Should the bar become depleted, you will have to continue from the same spot with a new RoboCop.

Score: This shows your current score in the game.

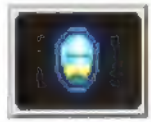
Weapon indicators: You start out in RoboCop vs. The Terminator armed only with your pistol. However, there are eight other weapons in the game that you can find and use. Whenever you pick up a new weapon, the currently selected weapon indicator will change to represent this weapon.

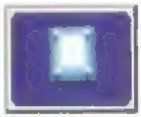
Special items

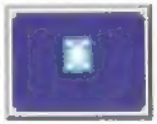
Many items which RoboCop finds will increase his chances for survival. These items can be found strewn throughout the levels, behind walls, and inside certain objects or enemies. The difference between life and shutdown may be due to a single Life Booster, so never pass anything up!

RoboCop Head - collect the RoboCop head and get an extra life

Flashing RoboCop Head - collect this item and RoboCop will be invulnerable as long as he flashes. Some of these are strategically placed in difficult, enemy-ridden areas of the game.







Life Boosters - RoboCop can always use a boost of energy and you can increase his life bar by one point or all the way to full strength depending upon the type of life booster which you find. Although you might find many life boosters, do not depend on them or RoboCop might be caught in a Terminator ambush with little of his life remaining.

Smart Bombs - these intelligent weapons will remove all of RoboCop's enemies on the screen as soon as RoboCop picks one up.

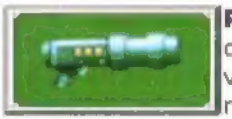
Weapons

Each of the weapons in RoboCop vs. The Terminator vary in look, range, and power. You will find at least one of the weapons in each level of the game. Remember though, these weapons have all been designed with ammo capacity in mind, allowing RoboCop unlimited fire.

Pistol - This is the OCP regulation pistol issued to RoboCop when he first came on the force. Firing 57 caliber, caseless rounds, this pistol can hold its own against RoboCop's enemies until he is able to find more powerful armament.

ED-209 Gatling Gun - You can pick up one of these massive weapons when you blow the arm off the ED-209 you encounter at the end of the Delta City and one or two others in the future levels. The Gatling gun fires short bursts of high velocity, armor-piercing shells.

Missile Launcher - This high powered weapon fires line of sight (LOS) missiles at anything in RoboCop's way. The missiles are non-guided, so you must be sure to aim well before launching one towards any of RoboCop's enemies.



Plasma Rifle - Firing a molten ball of almost pure energy, this weapon is usually able to eliminate enemies and obstacles in one shot.

Laser Gun - The laser gun emits a fine red laser beam when used. This weapon damages terminators only moderately due to its pinpoint beam. It will easily punch holes through anything, but it takes a great deal of overall damage to drop a terminator.

Seeker Missile Launcher - This technological marvel is one of the most useful weapons in the higher levels when it's important to stay as far away from the enemies as possible. Once one of these seeking missiles is

launched, it will fly towards one of RoboCop's enemies no matter where they are on the screen. Often called fire and forget weapons, RoboCop can let these missiles do all the aiming for him.

Combo Weapon - Weapon makers realized that the common grunt would be much more able to protect himself if he had immediate access to both a high powered Plasma Rifle and a 20mm Grenade Launcher. From this realization, the Combo Weapon emerged. The grenade launcher fires 20mm grenades which will bounce off walls and other objects. You can use this weapon to easily destroy enemies on a higher platform from underneath. When firing this weapon, RoboCop has the option to fire either type of projectile, and it is unnecessary for him to change weapons to do so. Press Y to fire the Plasma Rifle and X to launch a grenade.

Game Play

The levels in RoboCop vs. The Terminator follow the story of RoboCop's attempt to destroy Skynet and save mankind. The first few levels take place in modern times and the second half's action occurs in the machine-run future. Each level has its own unique terrain features and obstacles. Some levels can only be completed after RoboCop has defeated a very powerful enemy sent by Skynet to impede his progress.

Most levels require you to move RoboCop around the platforms, ladders, and overhead wires until you find the exit from the level. Use the controls described in the controls section to guide RoboCop. Eventually RoboCop will need to pilot an HK to proceed closer to Skynet. While flying, your objective is to de-

stroy twenty terminators before they reduce your health to nothing. Use the B button to fire your weapon at the terminators, the L and R button to spin your plane left and right respectively. Press UP and DOWN to accelerate and decelerate your plane. Occasionally when you eliminate one of the terminators, it will leave behind a Life Booster.

"Your move, creep!"

Now you know all there is to know about the basics of RoboCop vs. The Terminator, but you won't be able to finish the game unless you develop some strategies for survival. You will also need to discover ways to make it to the final levels with as many lives and weapons as you can find. Here are some hints to help you succeed in the onslaught:

• You can walk behind some walls and objects to find power-ups. Just because they look like they are solid doesn't mean that they really are.

• RoboCop is allowed time to recharge after every level, so if you can survive until the end

of the level even with the minimum amount of Life points, you'll be given a fresh start on the next level.

• Many of the weapons are able to extend beyond walls and platforms to shoot enemies on the other side. If you can defeat enemies early before they block your forward progression, you can save an ample amount of Life points.

• In the Delta City Construction level, shoot up in the air as soon as you see a girder fall to split it in half to protect yourself.

• Look at the level screens carefully. Many of the overhead wires blend in with the terrain, but you'll need to use them!

• You can open the crates in the Delta City Construction level and other objects in the OCP level by firing at them a few times. Many power-ups can be found this way.

• Picking up every gun you find is not always a good idea. Some weapons are much more appropriate for particular situations.

• Beware of the Spider-Droids in the future! They throw bombs at RoboCop if he gets too close.

• Terminators are built to take massive amounts of damage, so they will require more than one hit from a weapon to destroy them. Most are also smart enough to follow you wherever you go. So Watch OUT!

• Shoot the blue energy balls to disable the beam that they emit.

• In the Terminator Generation Chambers, some of the terminators are near completion and will jump out at RoboCop when he passes, so be careful.

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